



in: [Extended Ancient Pantheon](#), [Adalwulf of Aedirn](#), [Ammurun Tribe](#), and 7 more

# Crypnarian

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This fan-fiction article, **Crypnarian**, was written by [Adalwulf of Aedirn](#). Please do not edit this fiction without the writer's permission.

A **Crypnarian** also known as a **Sea Devil**, or the **Sailor's Curse**, is a type of intelligent vampire, which is the Ammuruni cousin of the Gharashami [Mula](#) species. As a species considered to be of the Ammurun Tribe they were rarely seen on the Continent but a few specimens remained in the Northern Kingdoms and Nilfgaard, the majority of them however could be found west mostly on the [Western Continent](#).

The **Crypnarian** come from a sea-faring background often sailing on the ships of the city of Ammurun, back on the Vampire's World so when a population of them were stranded in The World

## Crypnarian

Vampire Form Human Form



### Taxonomy

- Classification**
- Heteromorphic Xeno Race
  - Cosmic Horrors/Higher Vampire
  - Ammurun Tribe

**Species** Vampire

**Subspecies** [Mula](#) (Gharasham cousin species)



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<b>Danger Level</b>	5
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<b>Physiology</b>	
<b>Height</b>	7 feet tall (2.1 meters tall)
<b>Hide</b>	Green wrinkled skin
<b>Eyes</b>	Red
<b>Ecology</b>	
<b>Intelligence</b>	Human level though their intelligence increases the hungrier they are
<b>Range</b>	Vampire's World
<b>Diet</b>	Carnivorous



# Physiology



## Human form

### Appearance

A Crypnarian being a Higher Vampire is very skilled at disguising itself like a regular (but beautiful) human, but with a feature or two that gives away their inhuman nature.

### How to differentiate from a human

They can be large and muscular or have strange eyes for example. **Crypnarians** also have an odd way of dressing, both males and females do not wear top coverings except for a large coat with which they hide their folded-up wings which appear as a distinct swirl pattern on their back even in their human disguise.

- Tend to favor jobs that take them on the sea or around big bodies of water, so may be a pirate or an unusual official captain of a military vessel through connections with True Higher Vampires.
- May be large and muscular.
- May have strange or unique eyes.
- Dress oddly, they do not wear top coverings except for a large coat with which they hide their folded-up wings which appear as a distinct swirl pattern on their back even in their human disguise.

## Vampire Form

### Height

Approximately 7ft tall

### Facial and head features

They have a pair of swept-back horns growing from their temples, and bloodshot red eyes.

### Body features

Bipedal musclebound with green wrinkled skin through pulsing, glowing blue blood veins can be seen. From their shoulder blades behind their arms protrude large and long chiropteran-like wings that they can fly with the spines on the wings along with the wing membrane also known as the patagium can be folded against the wing allowing them to swing their wings over their shoulders as a stabbing weapon similar to a scorpion's tail stinger or to swim quickly in the water by using this membranous wings as powerful rudders this combined with not needing to breath makes them effective semi-aquatic ambush predators.

# Abilities



## Racial Abilities

- **Vampire Physiology:** The **Crypnarian** is a type of higher vampire as such it has strong

vampiric abilities.

- **Hybrid Demon-Bat Physiology: Crypnarians** have demonic bat-like features.
  - **Blood Consumption: Crypnarians** have the power to gain power from blood usually by ingestion.
    - **Blood Absorption: Crypnarians** have the power to absorb blood to temporarily increase their abilities.
    - **Blood Empowerment: Crypnarians** possess the power to gain strength from the ingestion of blood.
  - **Longevity: Crypnarians** possesses an extended lifespan, allowing them to live longer than a normal human; as a result of their species.
  - **Otherworldly Language: Crypnarians** naturally speak the Vampire language which sounds to humans as a silent, shrill, and sickening inhuman language.
  - **Telepathy:** Like most Higher Vampires, **Crypnarians** have the ability to telepathically communicate with their prey and other beings.
  - **Natural Weaponry:** As a vampire and a highly advanced predatory species vampires, the **Crypnarian** has the power to utilize weapons that are a natural part of one's own body.
    - **Claw Retraction: Crypnarians** possess claws that are a foot and a half long, which are easily capable of piercing flesh and deflecting iron.
    - **Fang Retraction: Crypnarians** possess long and sharp retractable fangs for biting and feeding.
      - **Powerful Bite:** A **Crypnarian** has an incredibly powerful bite easily able to pierce flesh and access blood.
  - **Supernatural Condition:** A **Crypnarian** possesses capabilities, attributes and aspects drastically beyond what is naturally possible for a human.
    - **Supernatural Senses:** A **Crypnarian** possesses sense drastically beyond what is naturally possible for a human.
      - **Supernatural Hearing:** A **Crypnarian** possesses a sense of hearing drastically beyond what is naturally possible for a human.
        - **Echolocation:** A **Crypnarian** can emit sound waves and use the echoes that return from various objects to locate and identify the objects. Alternately, they can use ambient sounds to do the same. Since this ability isn't based on sight/light, Invisibility is useless against it, as are most forms of Camouflage. A **Crypnarian** can perceive their surroundings by making a noise (a whistle while in human form or a more effective scream/roar in their true form) and listening for the reverberating sound waves. They can determine the location of objects or other individuals in the environment by use of reflected sound or sound waves.

- **Supernatural Smell:** A **Crypnarian** have an amazing sense of smell. They are able to smell blood from a mile away.
- **Supernatural Vision:** A **Crypnarian** possesses a sense of sight drastically beyond what is naturally possible for a human.
  - **Telescopic Vision:** A **Crypnarian** can zoom their vision in on things, allowing them to see distant objects in magnified scale. They are able to see vast distances at will.
- **Wallcrawling:** A **Crypnarian** can fasten onto and climb vertical and horizontal surfaces without falling.
- **Wing Manifestation:** A **Crypnarian** possesses a pair of leather bat wings that can deploy and retract into their backs. The tips of these wings were also extremely sharp and could be used as weapons to impale, hook onto, or slash opponents.
  - **Flight:** Using their wings, a **Crypnarian** could flight by flapping its wings to keep itself aloft or to soar through the air provided there was enough space to flap them unhindered.
  - **Gliding:** Using their wings, a **Crypnarian** can glide, i.e. sail through air without being able to apply thrust and thus have no ability to extend their flight over certain ratio of descending or gaining height by themselves.
  - **Speed Swimming:** Using their wings, a **Crypnarian** can swim at speeds much faster than a human.

## Resistances



### Iron

Iron does not cause as much damage as silver does to them so using a silver sword is preferable when fighting them.

### Steel

Steel does not cause as much damage as silver does to them so using a silver sword is preferable when fighting them.

## Immunities



### Sunlight

**Crypnarian** like their cousins the [Mula](#) are immune to sunlight, making them more difficult to discern as a vampire while they are in human form. They are capable of flying during the day but tend not to, for the sake of either maintaining secrecy or their disguise unless necessary.

## Axii

**Crypnarians** are also immune to the Witcher sign of Axii.

## Weaknesses

### Silver

Wounded by the silver infused meteorite swords usually carried by Witcher.

### Alchemy

The effects of the Black Blood Potion and a Vampire Oil-covered sword.

### Certain Metals

It is implied by Regis that a combination of silver, dalvinite, and meteorite steel is the only metal capable of withstanding a Higher Vampire, thus it would also be effective against a **Crypnarian**.

## Behaviors

TBA

## Harvestable Parts

### Vampire Saliva

The saliva of vampires is an alchemical ingredient of the Sol family as such can be used for potions and processing into the alchemical substance known as Pure Sol.

### Vampire Teeth

The teeth (particularly the fangs) of vampires is an alchemical ingredient of the Caelum family as such can be used for potions and processing into the alchemical substance known as Pure Caelum.

### Wing Membrane

The wing membrane of vampires is an alchemical ingredient of the Rebis family as such can be used for potions and processing into the alchemical substance known as Pure Rebis.

## Known Crypnarian

### Markimor

**Markimor** was the **Crypnarian** that had chosen to stay after the Second Conjunction of the Spheres, he lived into the mid-16th century until he dealt a fatal wound to the School of the Bear witcher [Razan of Cintra](#). Razan's oldest friend [Adalwulf of Aedirn](#) would return with a dying

Razan to confront the **Crypnarian** who had boasted that he could save Razan's life, when this turned out to be a lie, it triggered a Source event from **Adalwulf** who would eviscerate the higher vampire at the cost of him losing control of 25% of his body to the entity known as [The Source](#).

## Trivia

- **Crypnarians** are the pirate captains of the vampire world with all of their abilities giving them an advantage over a human captain, its not unusual for a Crypnarian to have a diverse or even fully vampire crew depending on their disposition towards humans.

## EAPEU Trivia

- If a **Crypnarian** were to gain the blessing of [Huses](#), it would evolve into a **Grey Plague Crypnarian**.

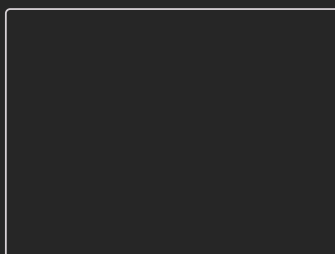
## Notes

- The existence of the Crypnarian are a personal iteration inclusion for the fanon by [Adalwulf of Aedirn](#), as such their existence in the fanon is not 'definitive' and is subject to the decision of inclusion in others head canons.
- The existence of the Crypnarians are primarily accepted in the [EAPEU](#) outside of this Extended Universe their existence is subject to others' headcanon and cannot be guarenteed.

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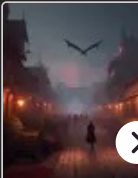
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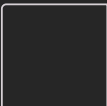
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